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bar code reader, the currency dispenser, and the display unit of the change machine, the controller of the change machine being programmed to transmit encoded address data to the central processing apparatus, the transmitted data being generated based on bar code data generated by the bar code reader; the controller of the central processing apparatus being programmed to decode the encoded address data to generate a decoded memory address; the controller of the central processing apparatus being programmed to utilize the decoded memory address to make a status check of whether a monetary amount has been paid; the controller of the central processing apparatus being programmed to transmit to the change machine data indicative as to whether a credit corresponding to the monetary amount should be paid; and the controller of the change machine being programmed to cause the currency dispenser to dispense currency based on the data indicative of whether the credit should be paid.

Other aspects of the invention are defined the claims set forth at the end of this patent.--

IN THE CLAIMS:

Please cancel ~~claims~~ 1-78.

Please add the following claims:

79. A casino gaming system, comprising:
- a central processing apparatus comprising a controller and a memory;
  - a gaming machine operatively coupled to said central processing apparatus, said gaming machine comprising:
    - a display unit;
    - a bar code reader;
    - a controller operatively coupled to said bar code reader and said display unit,
  - said controller of said gaming machine being programmed to allow play of a casino game;
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a change machine operatively coupled to said central processing apparatus,  
said change machine comprising:

a display unit;

a currency reader that accepts paper currency;

a bar code printer; and

a controller operatively coupled to said bar code printer, said currency  
reader and said display unit of said change machine,

said controller of said change machine being programmed to transmit  
data representing a monetary amount to said central processing apparatus,

said controller of said central processing apparatus being programmed to store  
said data received from said change machine in a first memory location in said  
memory of said central processing apparatus,

said controller of said central processing apparatus being programmed to store  
status data in a second memory location in said memory of said central processing  
apparatus, said status data being indicative of whether said monetary amount has been  
paid, at least one of said first and second memory locations being identified by a  
memory address,

said controller of said central processing apparatus being programmed to  
encrypt said memory address to form an encrypted memory address,

said controller of said central processing apparatus being programmed to  
transmit data representing said encrypted memory address to said change machine,  
and

said controller of said change machine being programmed to cause said bar  
code printer of said change machine to print a bar code representing said encrypted  
memory address.

80. A casino gaming system, comprising:

a central processing apparatus comprising a controller and a memory;

a gaming machine operatively coupled to said central processing apparatus,  
said gaming machine comprising:

a display unit;

a bar code reader that reads a bar code representing an encrypted  
memory address;

a bar code printer; and

a controller operatively coupled to said bar code reader, said bar code printer, and said display unit,

said controller of said gaming machine being programmed to allow play of a casino game,

said controller of said gaming machine being programmed to transmit data representing said encrypted memory address to said central processing apparatus,

said controller of said central processing apparatus being programmed to decrypt said encrypted memory address data to generate an unencrypted memory address,

said controller of said central processing apparatus being programmed to utilize said unencrypted memory address to make a status check as to whether a monetary amount has been paid,

said controller of said central processing apparatus being programmed to transmit to said gaming machine data indicative of whether a credit corresponding to said monetary amount should be authorized, and

said controller of said gaming machine being programmed to allow play of said gaming machine based on said data indicative of whether said credit should be authorized.

81. A casino gaming system, comprising:

a central processing apparatus comprising a controller and a memory;

a gaming machine operatively coupled to said central processing apparatus, said gaming machine comprising:

a display unit;

a bar code printer;

a controller operatively coupled to said bar code printer and said display unit,

said controller of said gaming machine being programmed to allow play of a casino game;

a change machine operatively coupled to said central processing apparatus, said change machine comprising:

a display unit;

a bar code reader;

a currency dispenser; and

a controller operatively coupled to said bar code reader, said currency dispenser, and said display unit of said change machine,

said controller of said change machine being programmed to transmit encrypted address data to said central processing apparatus, said transmitted data being generated based on bar code data generated by said bar code reader,

said controller of said central processing apparatus being programmed to decrypt said encrypted address data to generate an unencrypted memory address,

said controller of said central processing apparatus being programmed to utilize said unencrypted memory address to make a status check as to whether a monetary amount has been paid,

said controller of said central processing apparatus being programmed to transmit to said change machine data indicative as to whether a credit corresponding to said monetary amount should be paid, and

said controller of said change machine being programmed to cause said currency dispenser to dispense currency based on said data indicative of whether said credit should be paid.

82. A casino gaming system, comprising:

a central processing apparatus comprising a controller and a memory;

a gaming machine operatively coupled to said central processing apparatus, said gaming machine comprising:

a display unit;

a bar code reader;

a controller operatively coupled to said bar code reader and said display unit,

said controller of said gaming machine being programmed to allow play of a casino game;

a change machine operatively coupled to said central processing apparatus, said change machine comprising:

a display unit;

a currency reader that accepts paper currency;

a bar code printer; and

a controller operatively coupled to said bar code printer, said currency reader and said display unit of said change machine,

said controller of said change machine being programmed to transmit data representing a monetary amount to said central processing apparatus,

said controller of said central processing apparatus being programmed to store said data received from said change machine in a first memory location in said memory of said central processing apparatus,

said controller of said central processing apparatus being programmed to store status data in a second memory location in said memory of said central processing apparatus, said status data being indicative of whether said monetary amount has been paid, at least one of said first and second memory locations being identified by a memory address,

said controller of said central processing apparatus being programmed to encode said memory address to form an encoded memory address,

said controller of said central processing apparatus being programmed to transmit data representing said encoded memory address to said change machine, and

said controller of said change machine being programmed to cause said bar code printer of said change machine to print a bar code representing said encoded memory address.

83. A casino gaming system as defined in claim 82 wherein said controller of said central processing apparatus is programmed to encode an unencoded memory address to form said encoded memory address so that said encoded memory address has a larger number of bits than said unencoded memory address.

84. A casino gaming system as defined in claim 82 wherein said controller of said central processing apparatus is programmed to encode an unencoded memory address by associating a random number with said unencoded memory address.

85. A casino gaming system, comprising:

a central processing apparatus comprising a controller and a memory;

a gaming machine operatively coupled to said central processing apparatus, said gaming machine comprising:

a display unit;

a bar code reader that reads a bar code representing an encoded memory address;

a bar code printer; and

a controller operatively coupled to said bar code reader, said bar code printer, and said display unit,

said controller of said gaming machine being programmed to allow play of a casino game,

said controller of said gaming machine being programmed to transmit data representing said encoded memory address to said central processing apparatus,

said controller of said central processing apparatus being programmed to decode said encoded memory address data to generate a decoded memory address,

said controller of said central processing apparatus being programmed to utilize said decoded memory address to make a status check as to whether a monetary amount has been paid,

said controller of said central processing apparatus being programmed to transmit to said gaming machine data indicative of whether a credit corresponding to said monetary amount should be authorized, and

said controller of said gaming machine being programmed to allow play of said gaming machine based on said data indicative of whether said credit should be authorized.

86. A casino gaming system as defined in claim 85 wherein said controller of said central processing apparatus is programmed to decode said encoded memory address so that said decoded memory address has a smaller number of bits than said encoded memory address.


87. A casino gaming system as defined in claim 85 wherein said encoded memory address is randomly associated with said decoded memory address and wherein said controller of said central processing apparatus is programmed to decode said encoded memory address by determining said decoded memory address randomly associated with said encoded memory address.

88. A casino gaming system, comprising:

a central processing apparatus comprising a controller and a memory;

a gaming machine operatively coupled to said central processing apparatus, said gaming machine comprising:

a display unit;



a bar code printer;  
a controller operatively coupled to said bar code printer and said display unit,  
said controller of said gaming machine being programmed to allow play of a casino game;  
a change machine operatively coupled to said central processing apparatus, said change machine comprising:  
a display unit;  
a bar code reader;  
a currency dispenser; and  
a controller operatively coupled to said bar code reader, said currency dispenser, and said display unit of said change machine,  
said controller of said change machine being programmed to transmit encoded address data to said central processing apparatus, said transmitted data being generated based on bar code data generated by said bar code reader, said controller of said central processing apparatus being programmed to decode said encoded address data to generate a decoded memory address,  
said controller of said central processing apparatus being programmed to utilize said decoded memory address to make a status check of whether a monetary amount has been paid,  
said controller of said central processing apparatus being programmed to transmit to said change machine data indicative as to whether a credit corresponding to said monetary amount should be paid, and  
said controller of said change machine being programmed to cause said currency dispenser to dispense currency based on said data indicative of whether said credit should be paid.

89. A casino gaming system as defined in claim 88 wherein said controller of said central processing apparatus is programmed to decode said encoded memory address so that said decoded memory address has a smaller number of bits than said encoded memory address.

90. A casino gaming system as defined in claim 88 wherein said encoded memory address is randomly associated with said decoded memory address and wherein said controller of said central processing apparatus is programmed to decode said encoded